Setup following Using Constructor functions, Using Classes, Using Objects Linking to Other Objects (OLOO), Using Factory functions

Person:

* Attributes (full name, money, sleep mood, health Rate)
* Methods (sleep, eat, buy)

Implement Person methods:

Sleep(hours):

(7-> happy,

< 7 -> tired,

>7 ->lazy)

Eat(meals): (3 meals -> 100 health rate,

2 meals -> 75 health rate, 1 meal-> 50 health rate)

Buy(items): (1 item -> decrees Money 10 LE)